FIG.1c

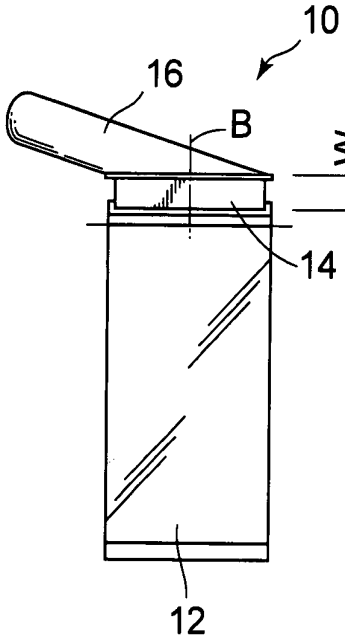

FIG.1a

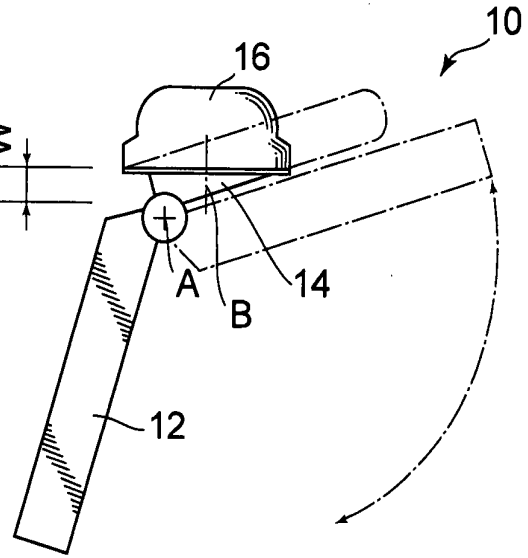

FIG.1d

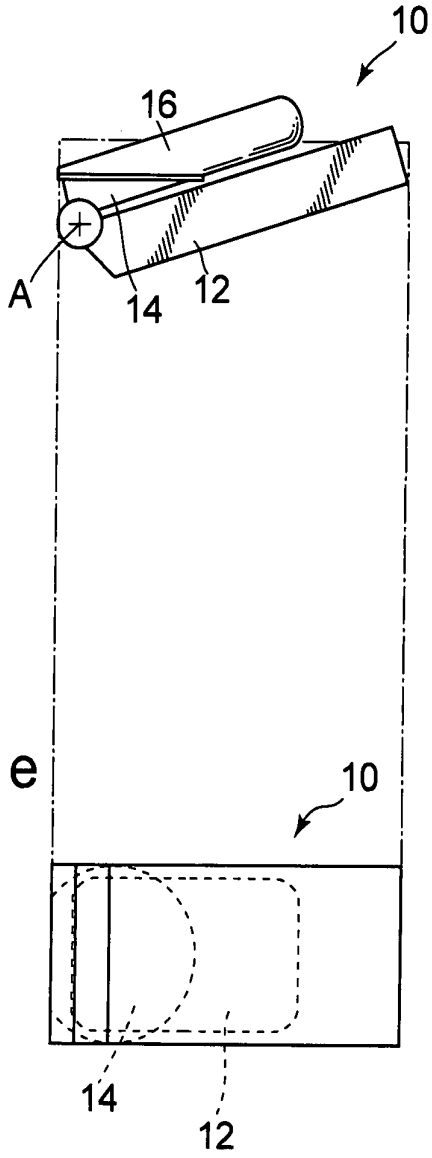

FIG.1b

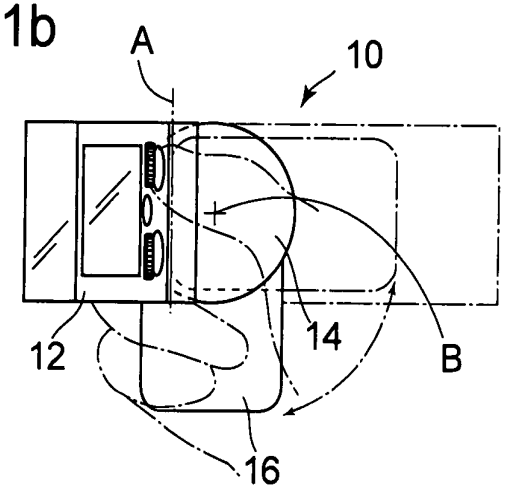

FIG.1e

FIG.2e

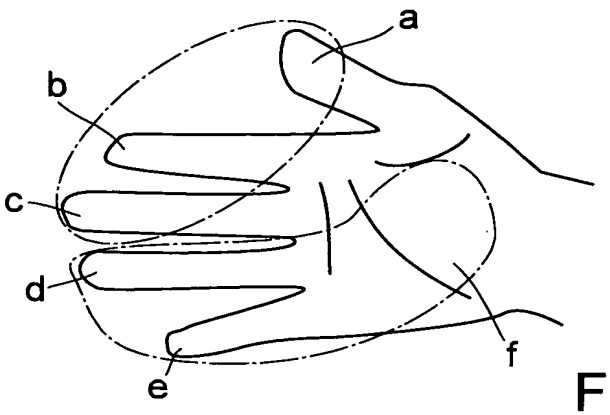

FIG.2d

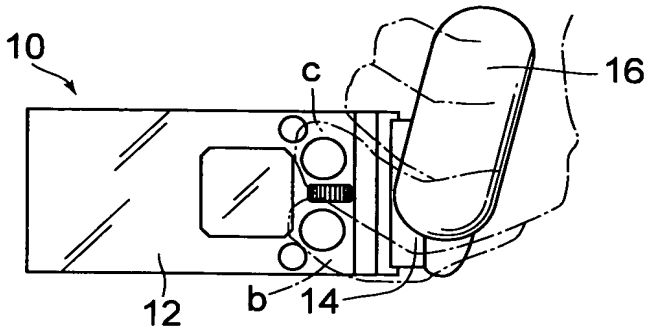

FIG.2a

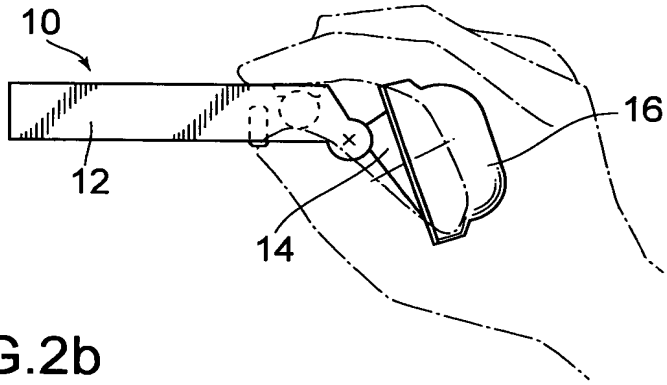

FIG.2c

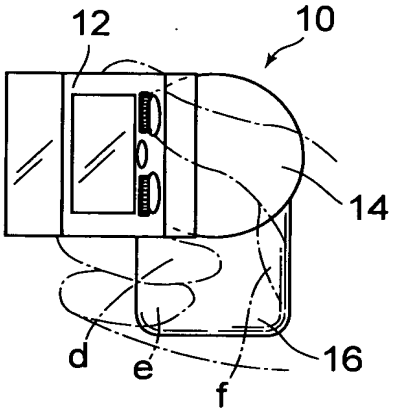

FIG.2b

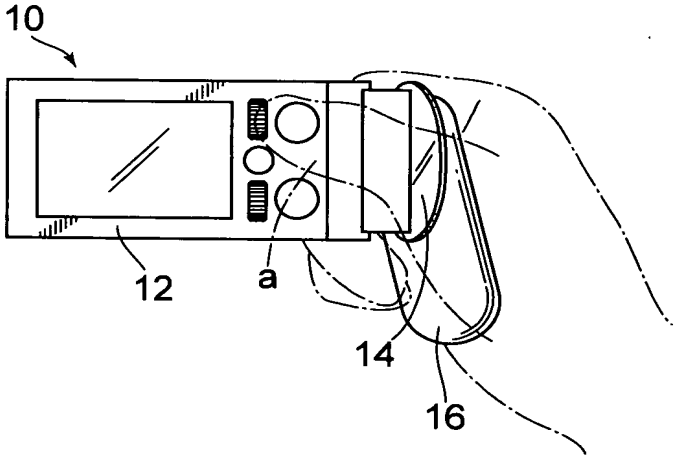

FIG.3a

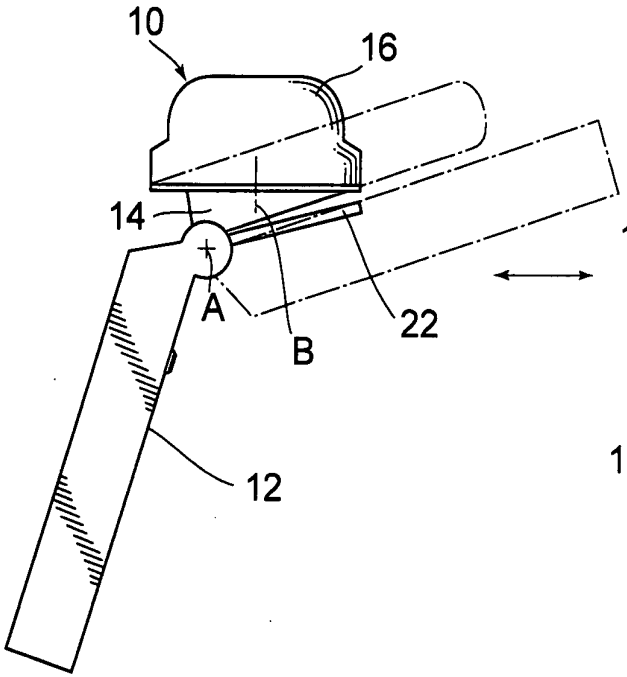

FIG.3c

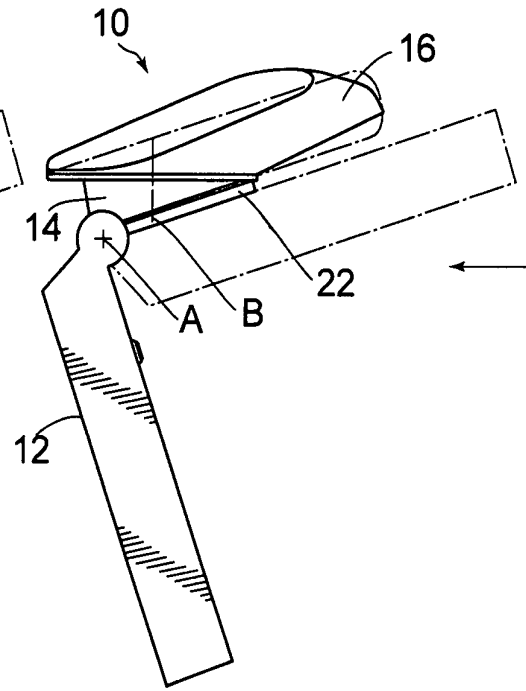

FIG.3e

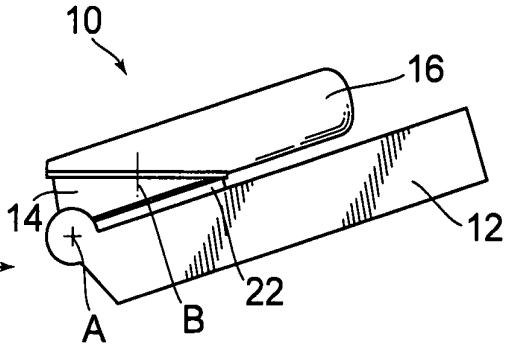

FIG.3b

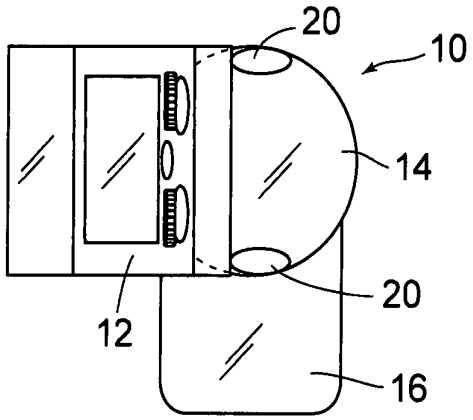

FIG.3d

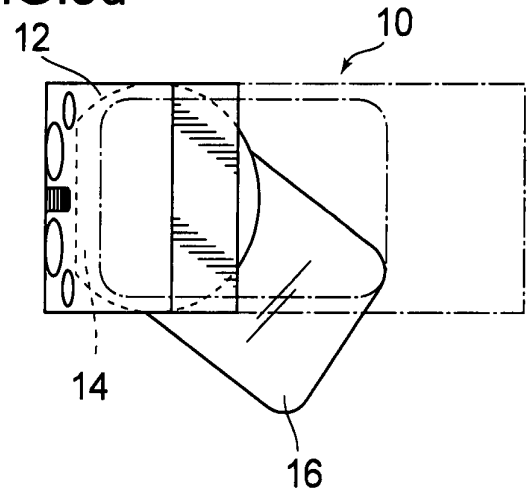

FIG.3f

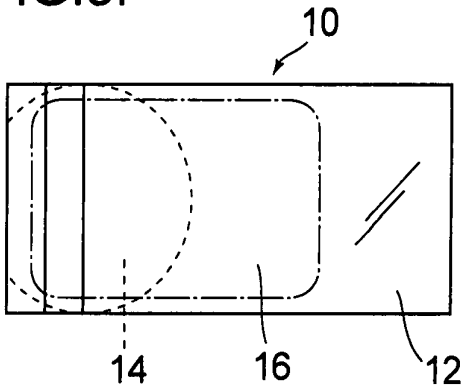

FIG.4a

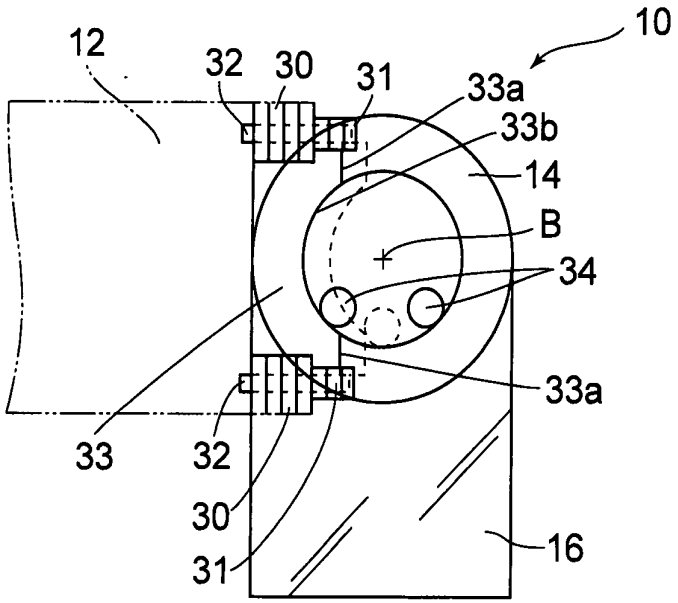

FIG.4c

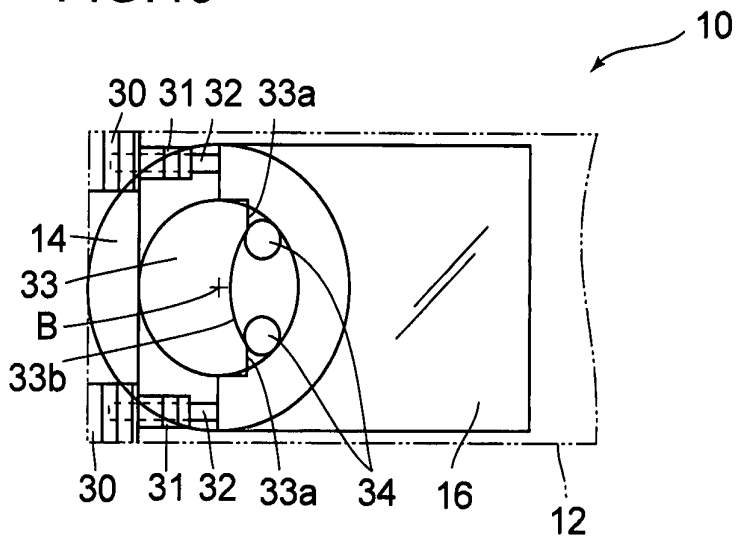

FIG.4b

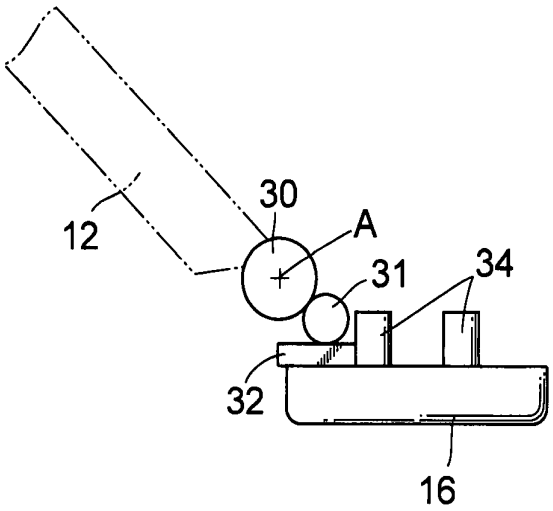

FIG.4d

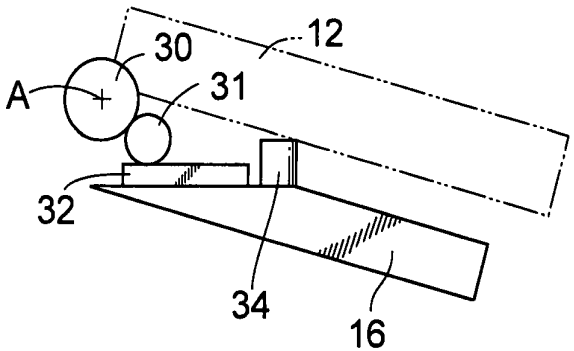

FIG.5a

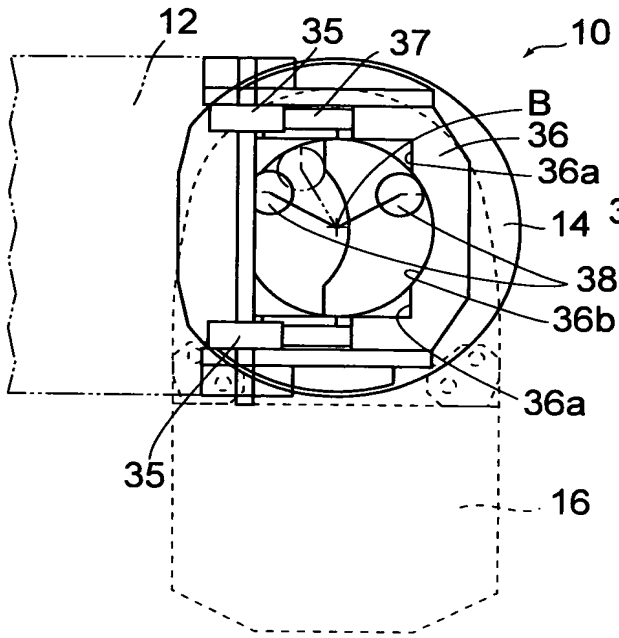

FIG.5c

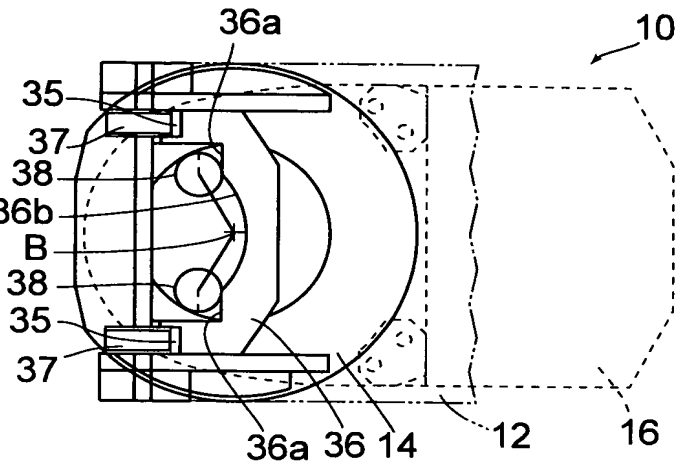

FIG.5b

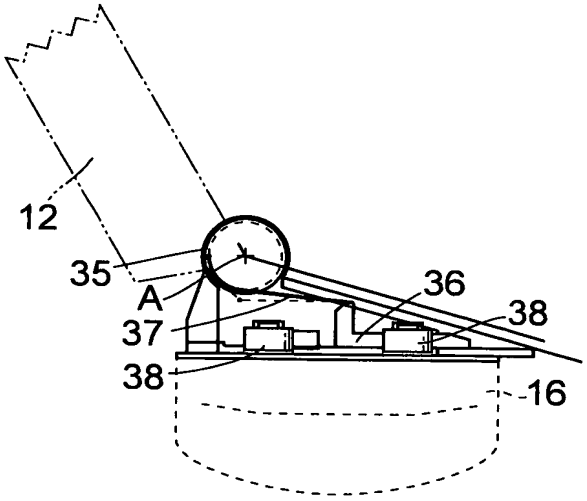

FIG.5d

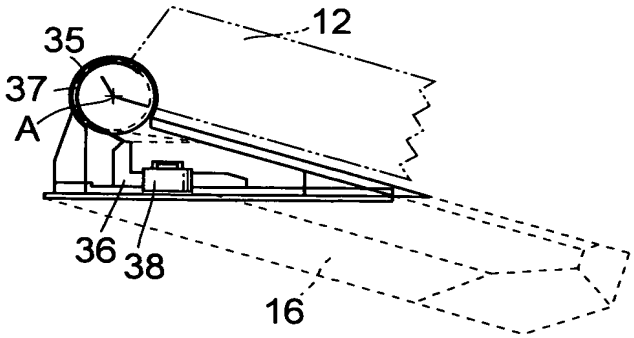

FIG.6d

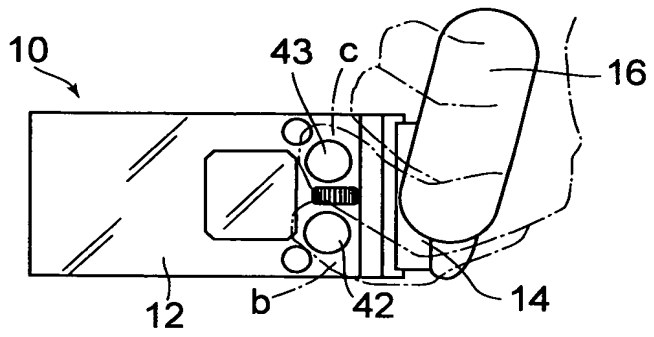

FIG.6a

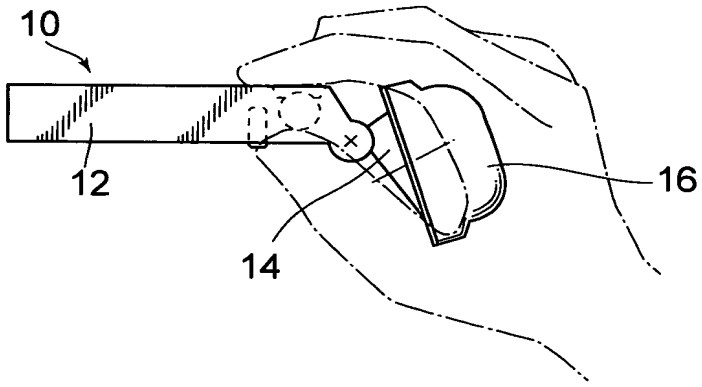

FIG.6c

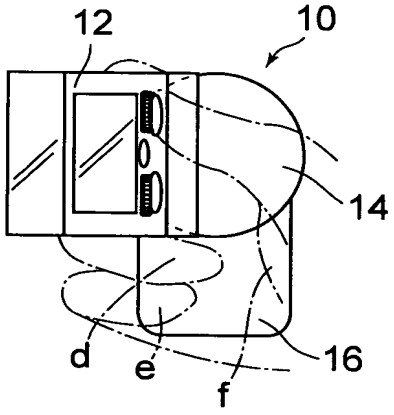

FIG.6b

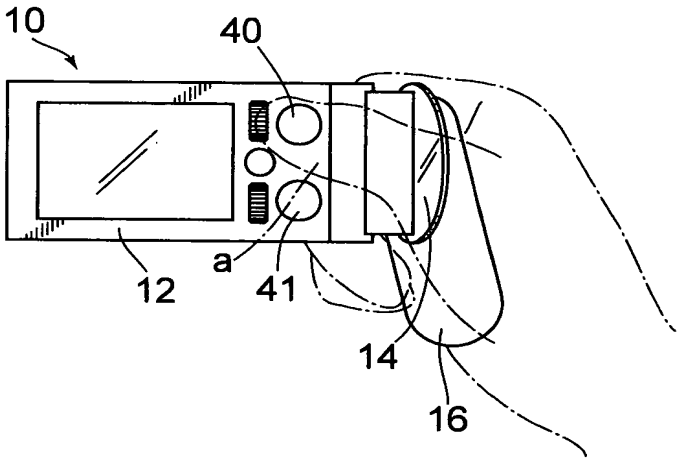

FIG.7a

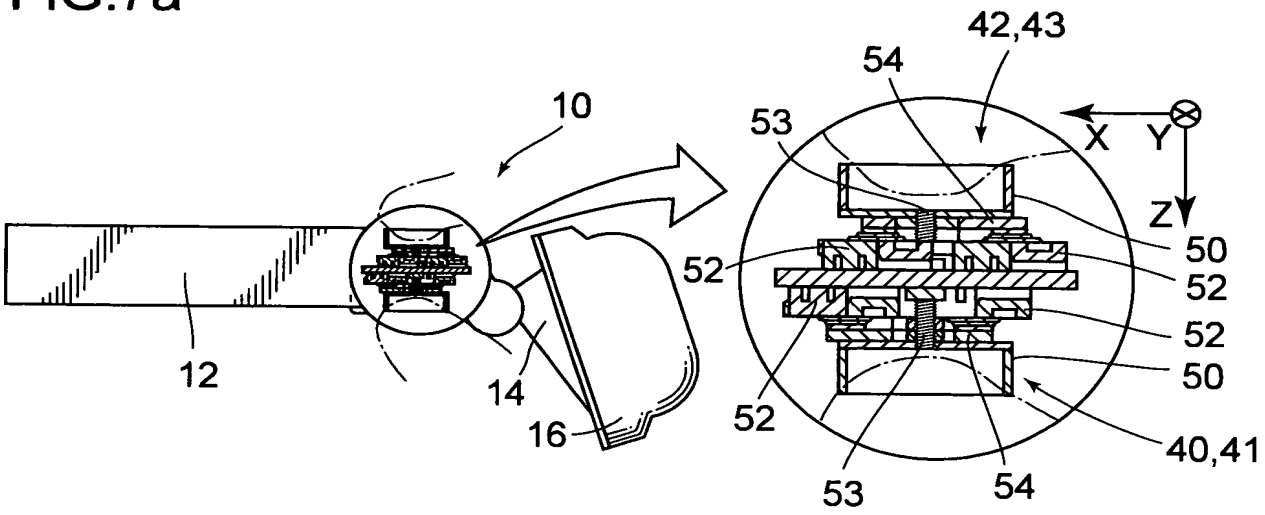
42,43
54
10
53
X
Y
Z
50
52
52
52
50
52
40,41
53
54
12
14
16

FIG.7b

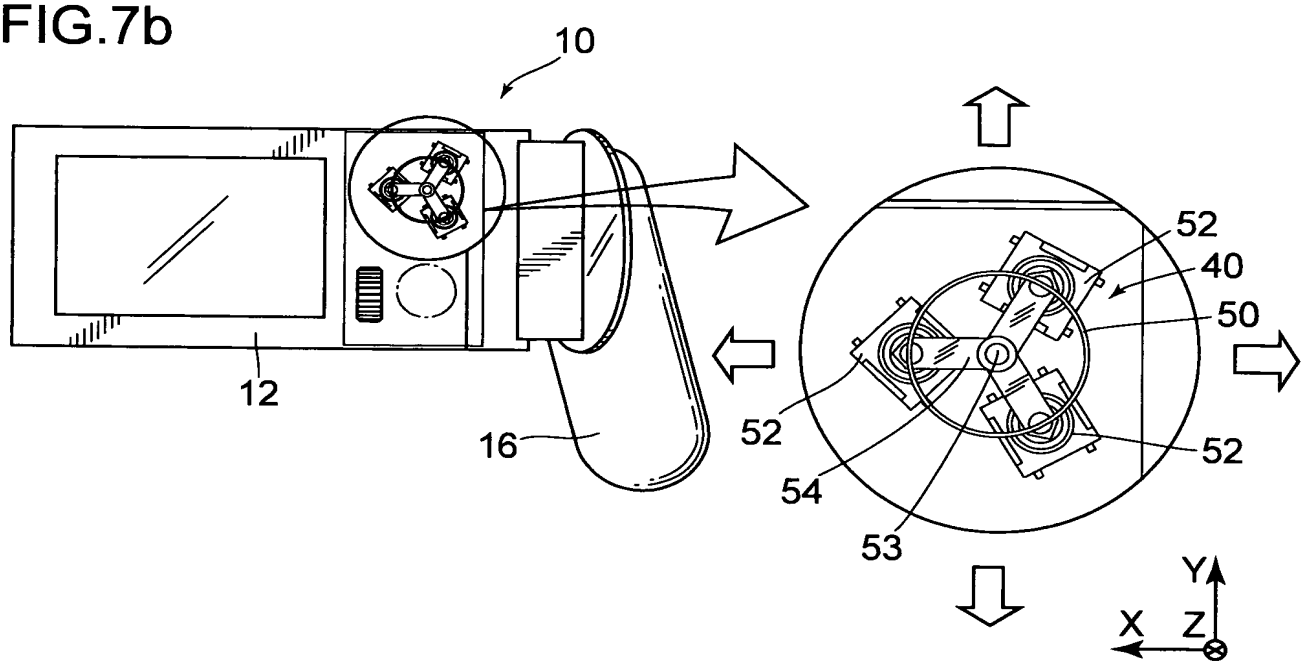
10
52
40
50
52
52
54
53
12
16
Y
X
Z

FIG.8

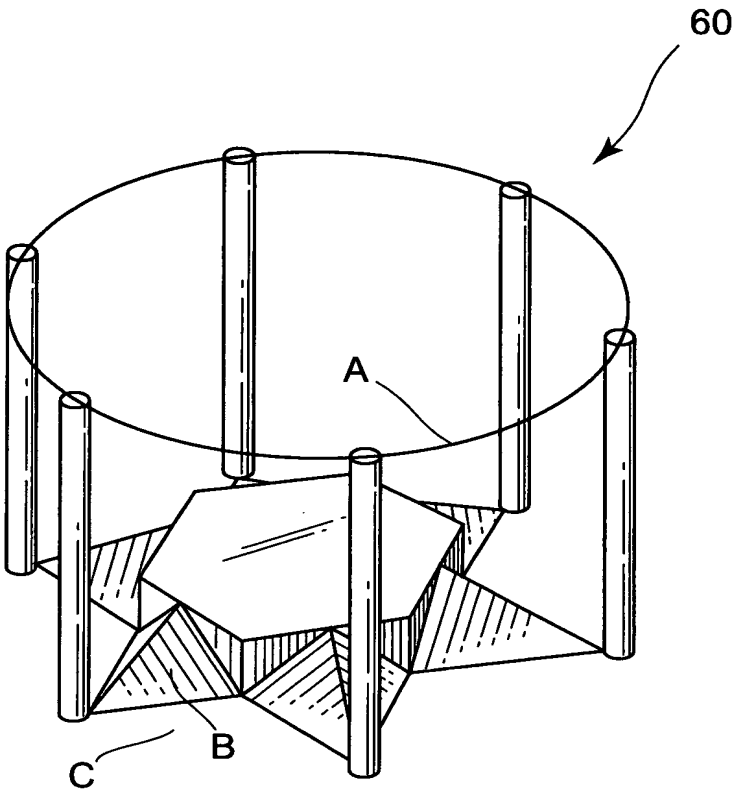

FIG.9a

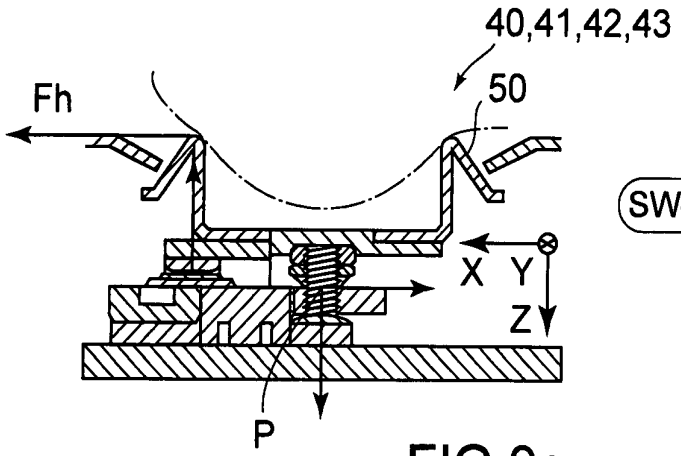

FIG.9b

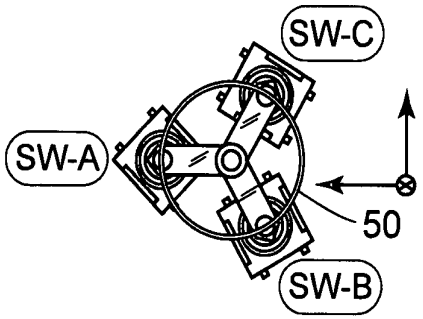

FIG.9c

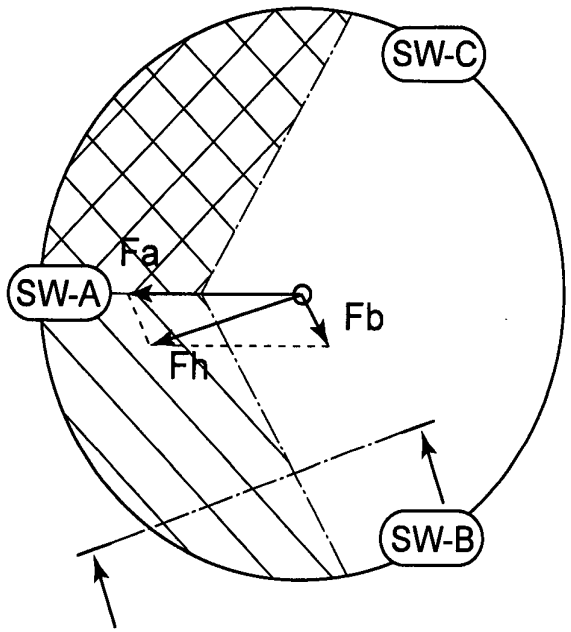

FIG.9d

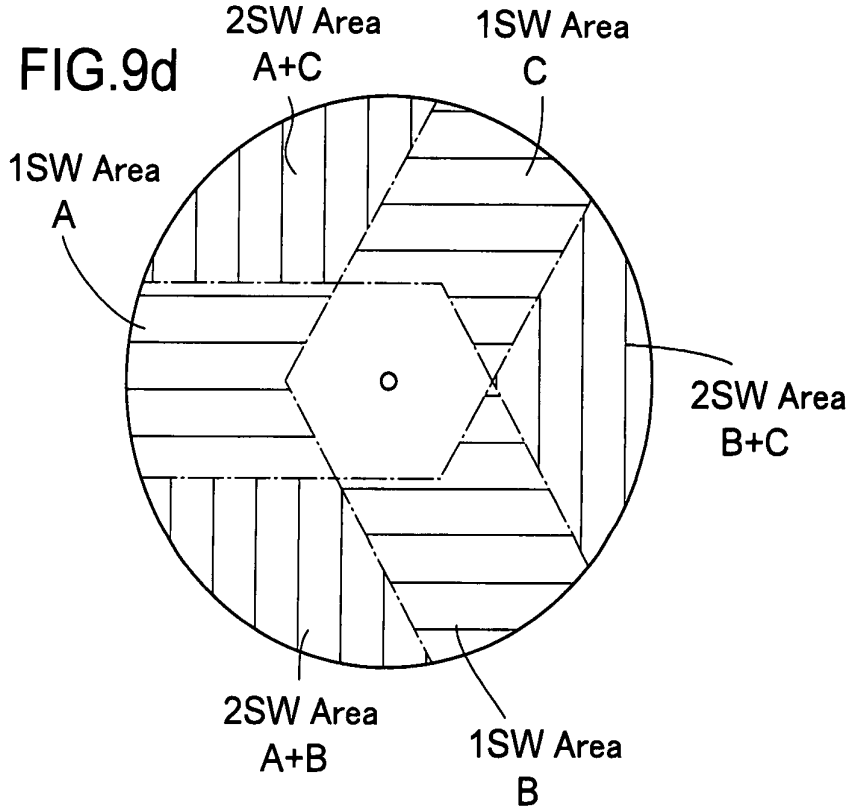

FIG.10

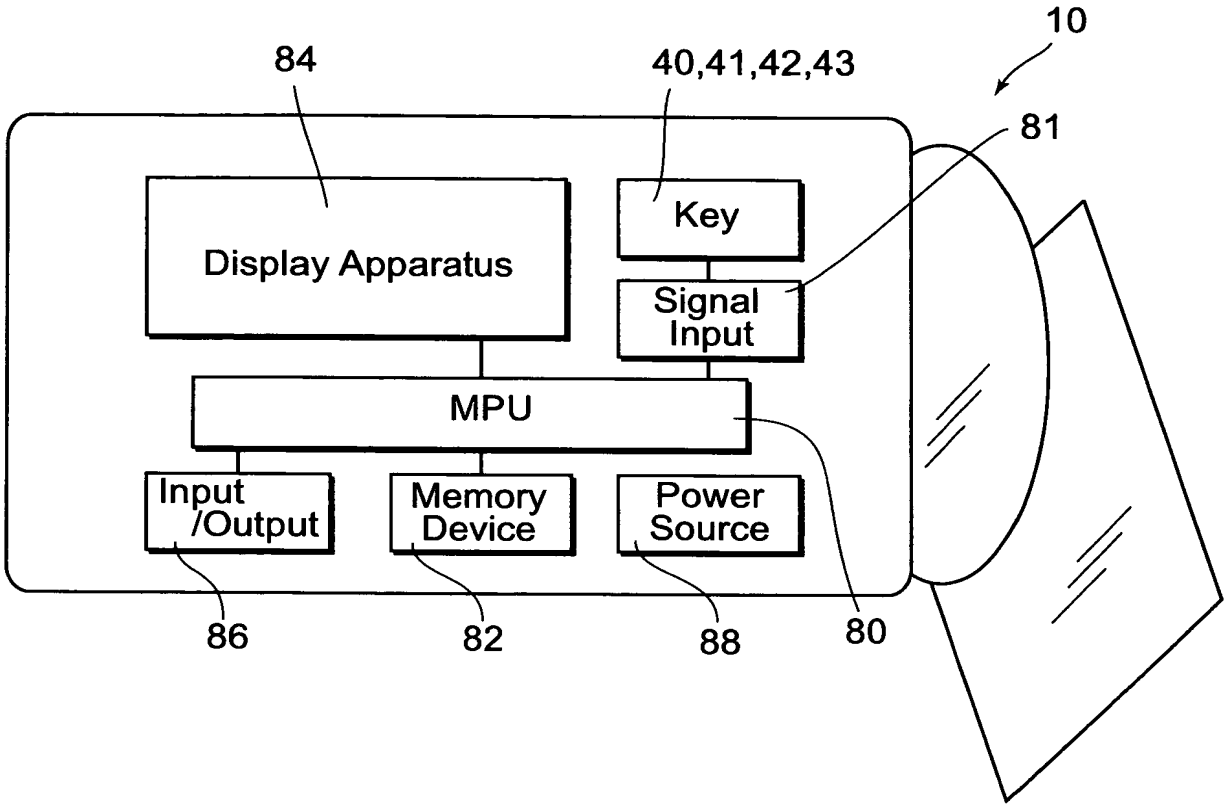
10
84
40,41,42,43
81
Display Apparatus
Key
Signal Input
MPU
Input /Output
Memory Device
Power Source
86
82
88
80

FIG.11

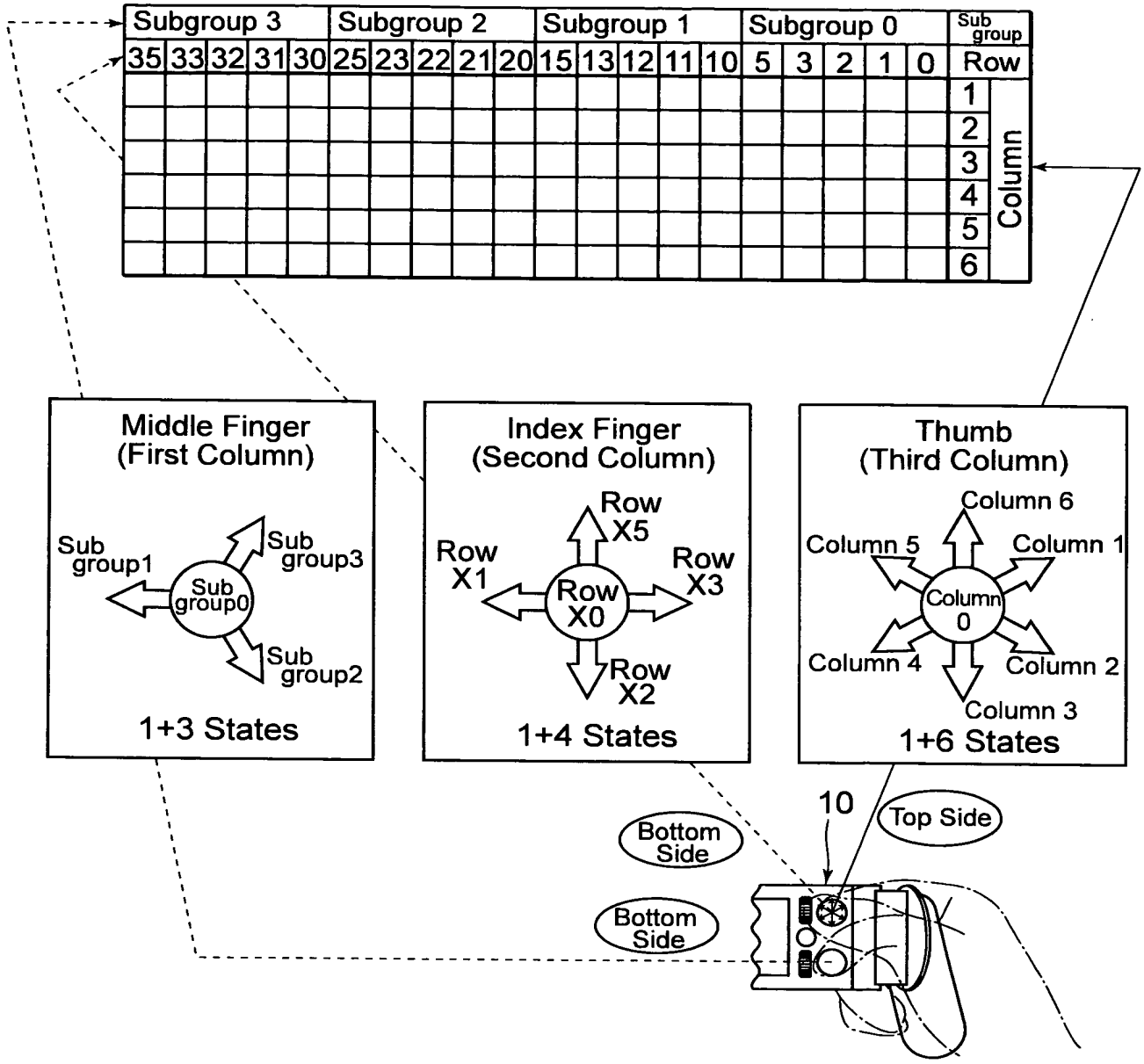
Subgroup 3
Subgroup 2
Subgroup 1
Subgroup 0
Sub group
35 33 32 31 30 25 23 22 21 20 15 13 12 11 10 5 3 2 1 0
Row
1
2
3
4
5
6
Column
Middle Finger
(First Column)
Sub group1
Sub group3
Sub group0
Sub group2
1+3 States
Index Finger
(Second Column)
Row X5
Row X1
Row X3
Row X0
Row X2
1+4 States
Thumb
(Third Column)
Column 6
Column 5
Column 1
Column 0
Column 4
Column 2
Column 3
1+6 States
10
Top Side
Bottom Side
Bottom Side

FIG.12

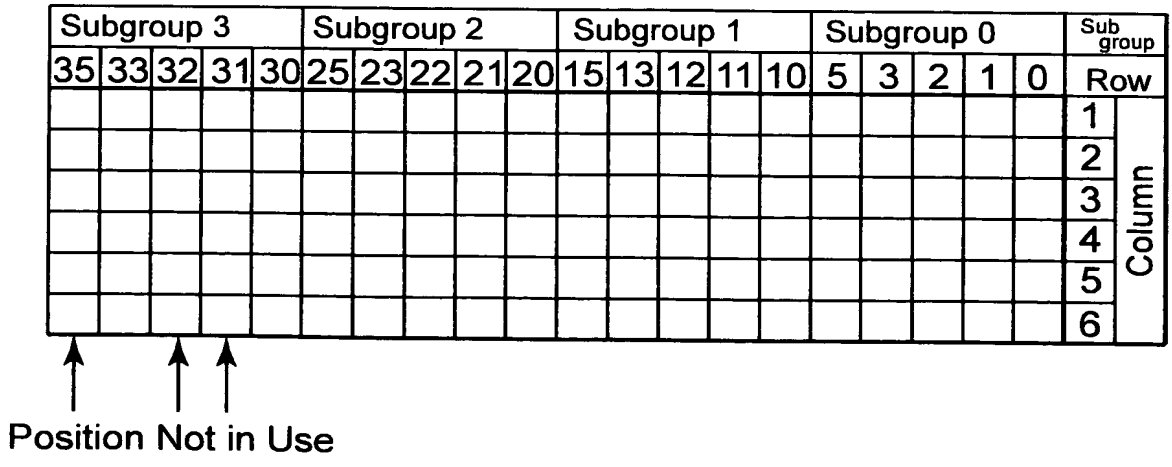
Subgroup 3
Subgroup 2
Subgroup 1
Subgroup 0
Sub group
35 33 32 31 30 25 23 22 21 20 15 13 12 11 10 5 3 2 1 0
Row
1
2
3
4
5
6
Column
Position Not in Use

FIG.13

Subgroup3		Subgroup 2					Subgroup1					Subgroup0					Subgroup	
33	30	25	23	22	21	20	15	13	12	11	10	5	3	2	1	0	Row	
ざ	が	ば	や	ま	ぱ	は	わ	ら	だ	な	た	Information Code Switch	さ	か	あ	Control Code	1	Column
じ	ぎ	び	ゃ	み	ぴ	ひ	ー	り	ぢ	に	ち		し	き	い		2	
ず	ぐ	ぶ	ゆ	む	ぷ	ふ	ん	る	づ	ぬ	つ		す	く	う		3	
ぜ	げ	べ	ゆ	め	ぺ	へ		れ	で	ね	て		せ	け	え		4	
ぞ	ご	ぼ	よ	も	ぽ	ほ	を	ろ	ど	の	と		そ	こ	お		5	
っ	っ	っ	ょ	っ	っ	っ	っ	っ	っ	っ	っ		っ	っ	っ		6	

FIG.14

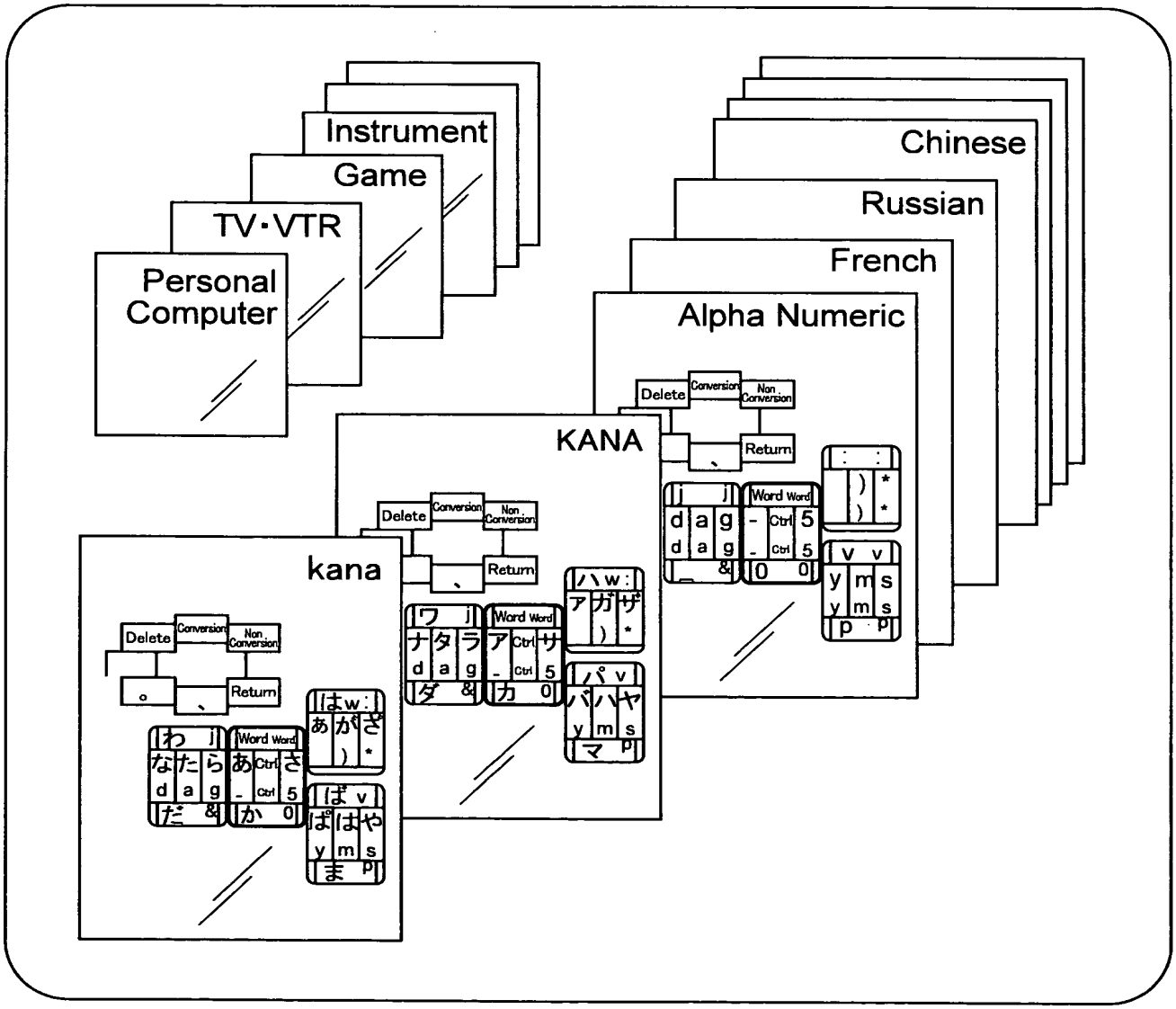

FIG.15

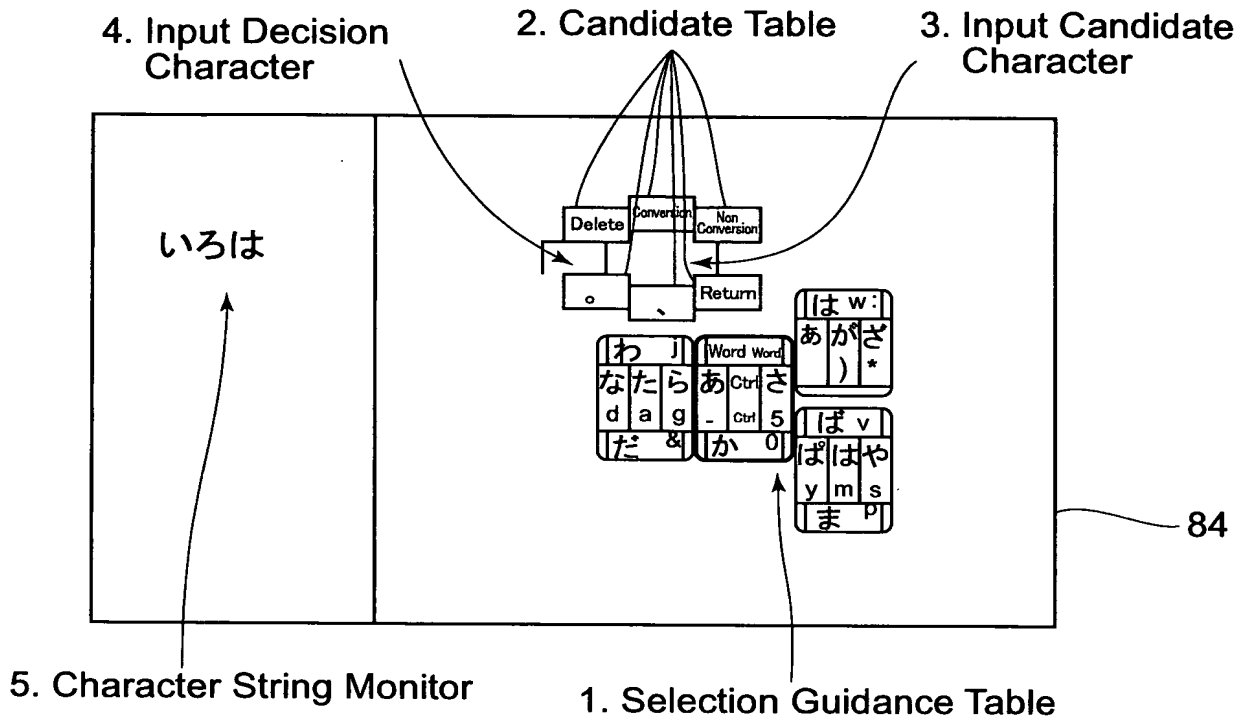
4. Input Decision Character
2. Candidate Table
3. Input Candidate Character
いろは
Delete
Convention
Non Conversion
Return
。
、
わ
な
た
ら
d
a
g
だ
&
Word
Word
あ
Ctrl
さ
-
Ctrl
5
か
0
は
w
:
あ
が
ざ
)
*
ば
v
ぱ
は
や
y
m
s
ま
p
84
5. Character String Monitor
1. Selection Guidance Table

FIG.16a

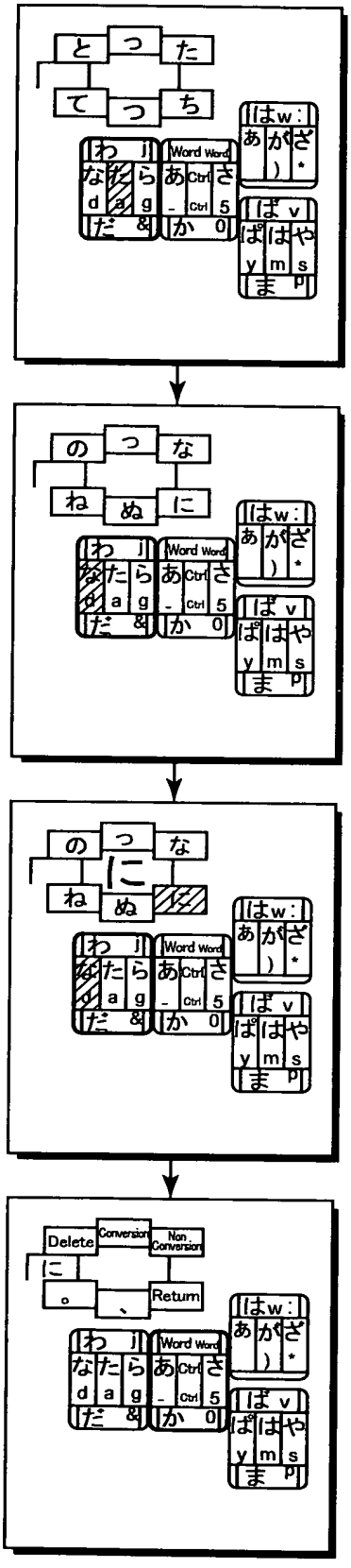

FIG.16b

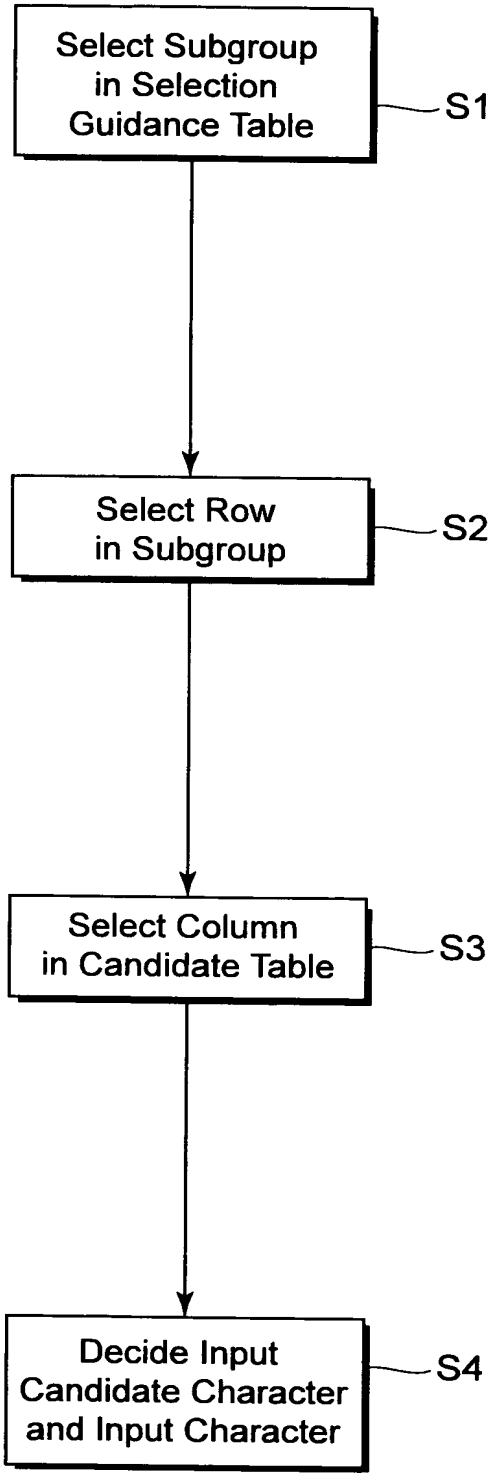

FIG.17

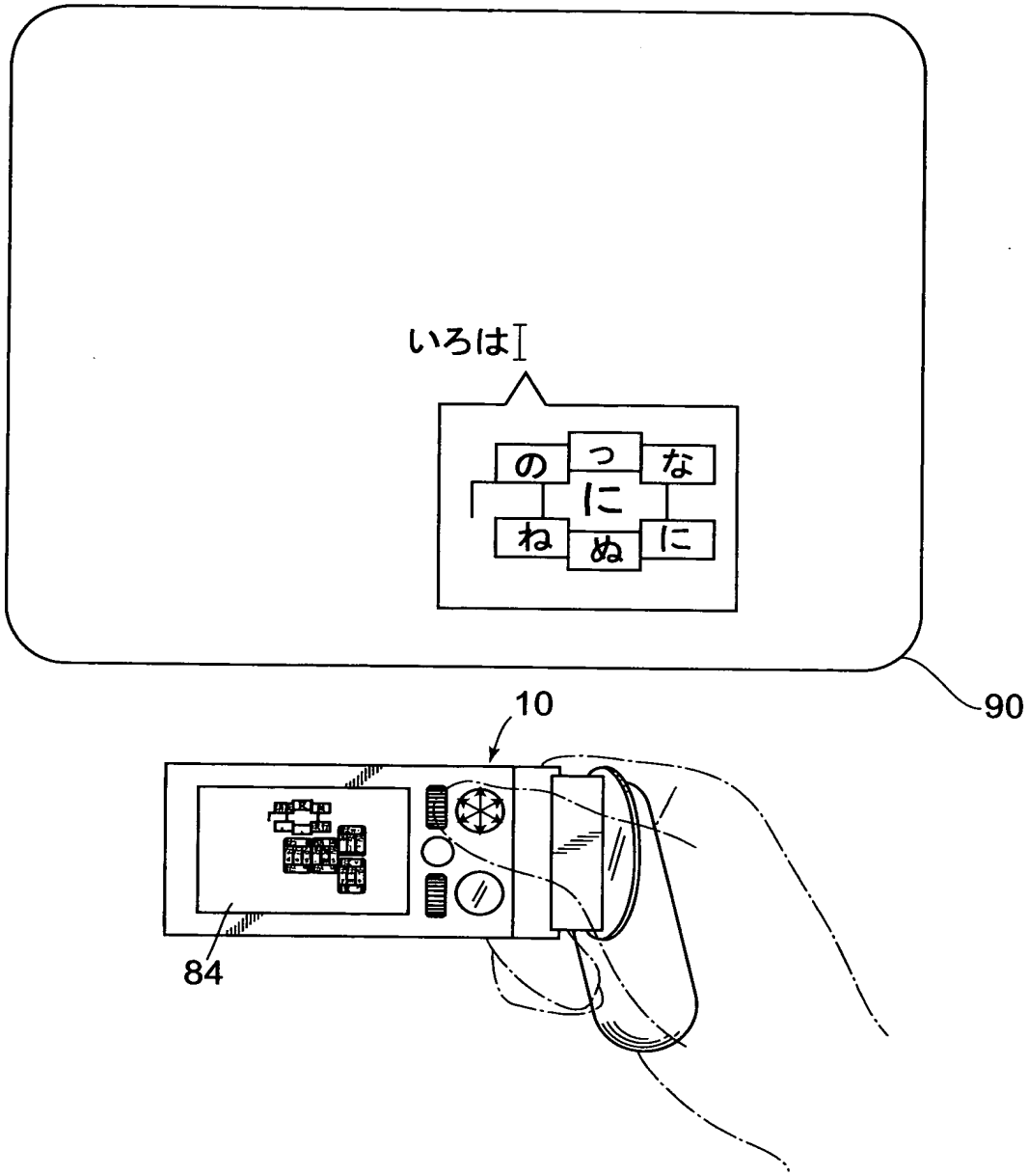

FIG.18b

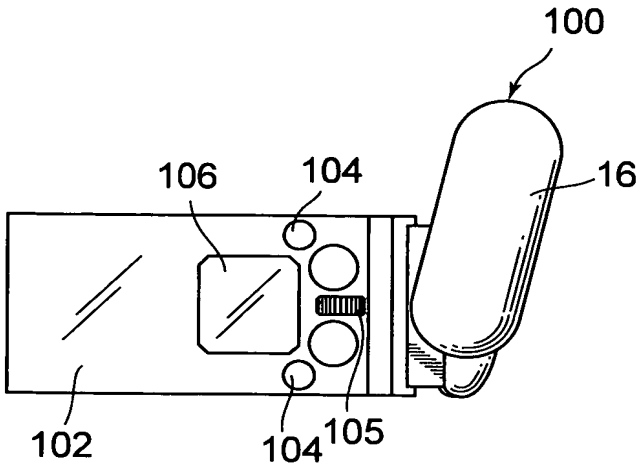

FIG.18a

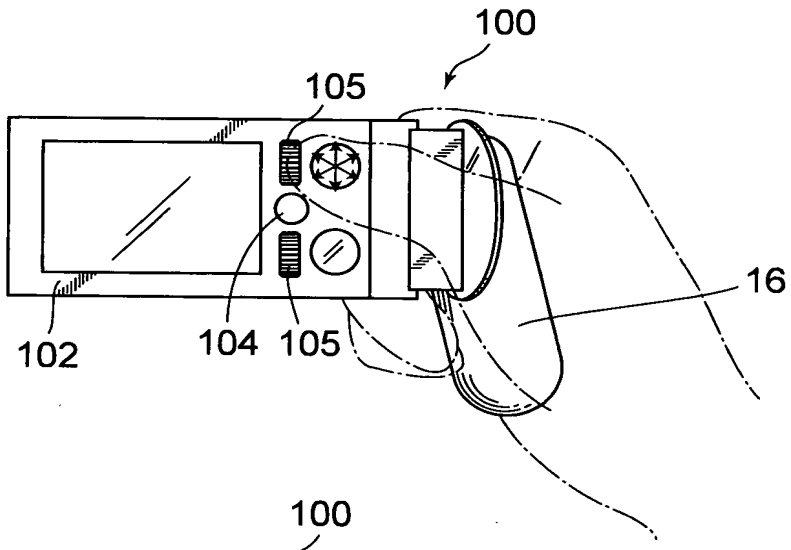

FIG.18c

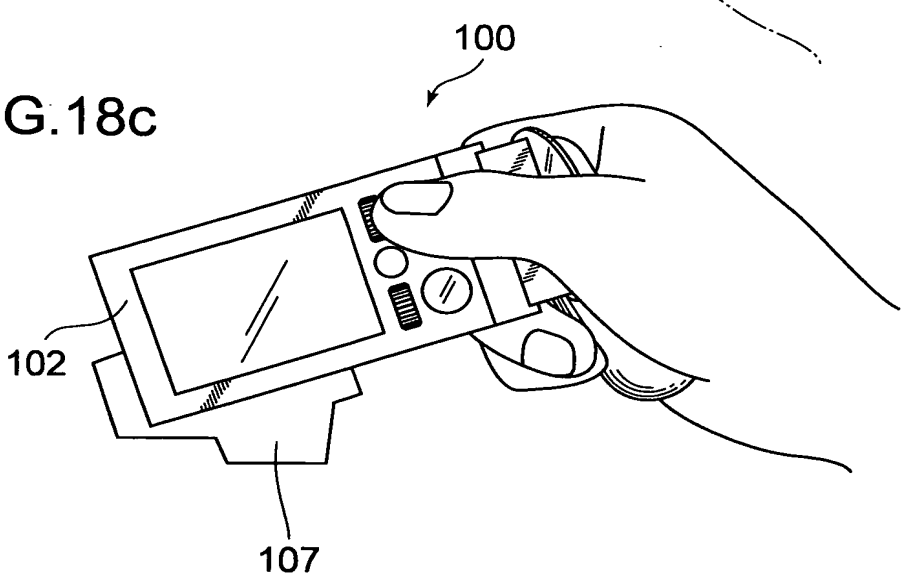

FIG.19

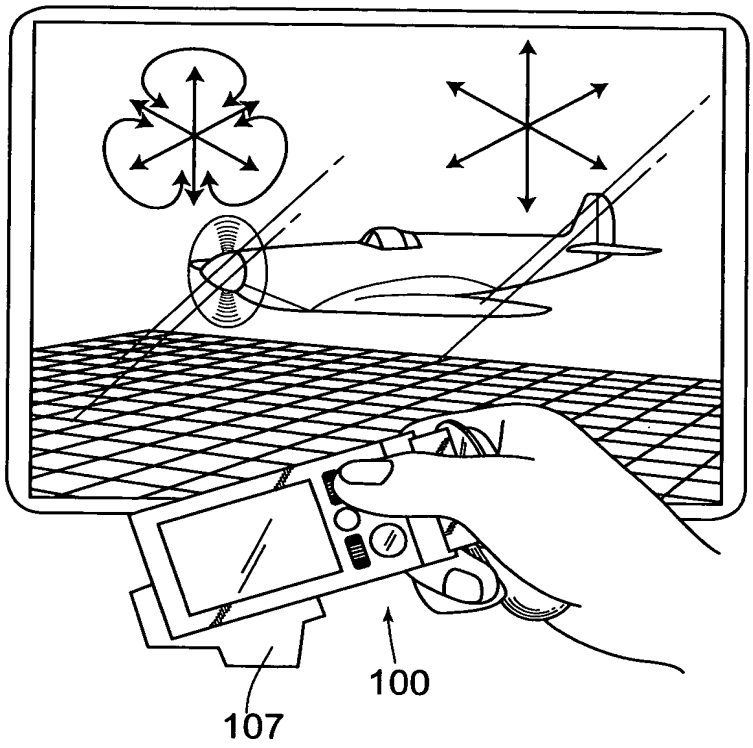

FIG.20

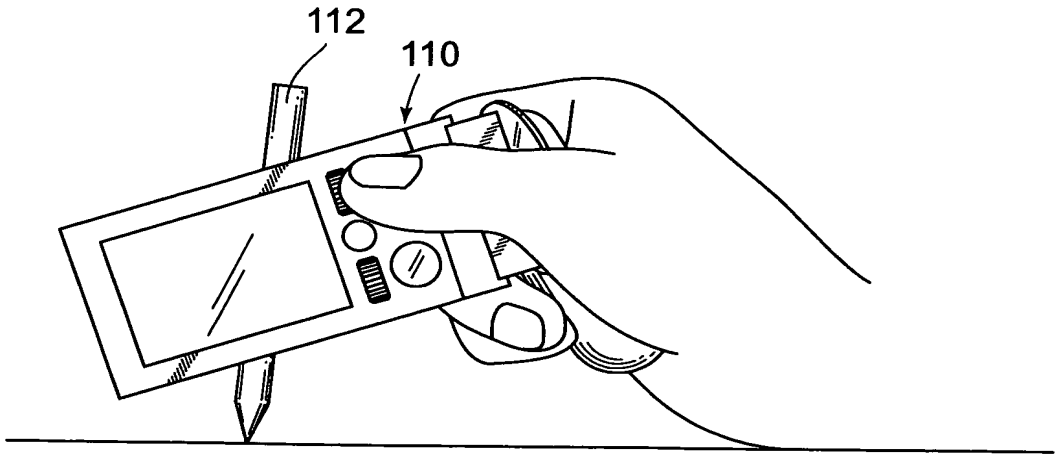

FIG.21a

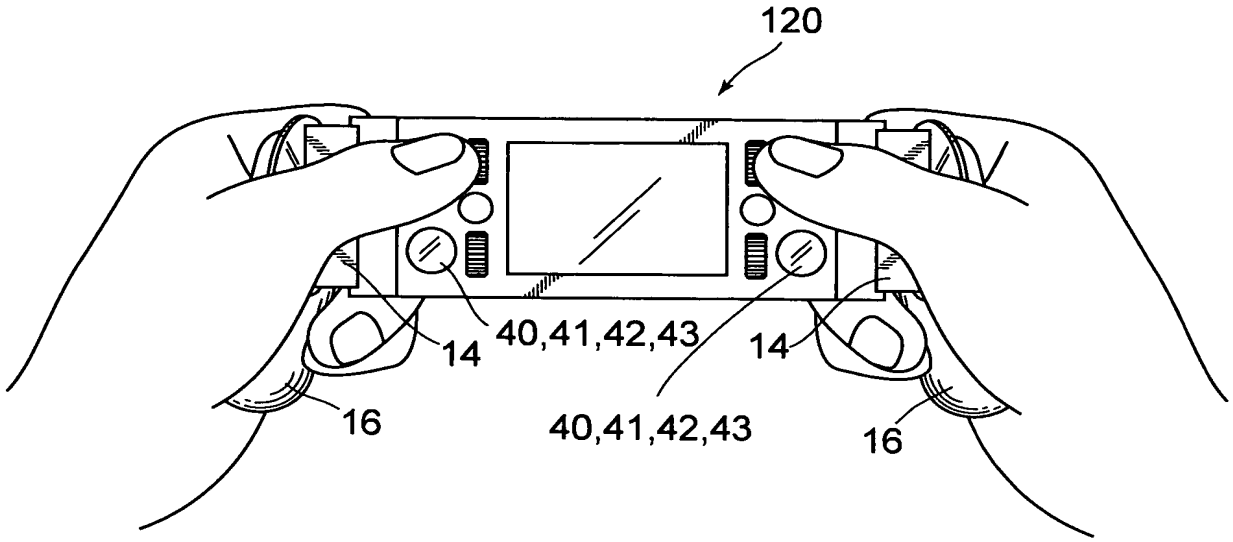

FIG.21b

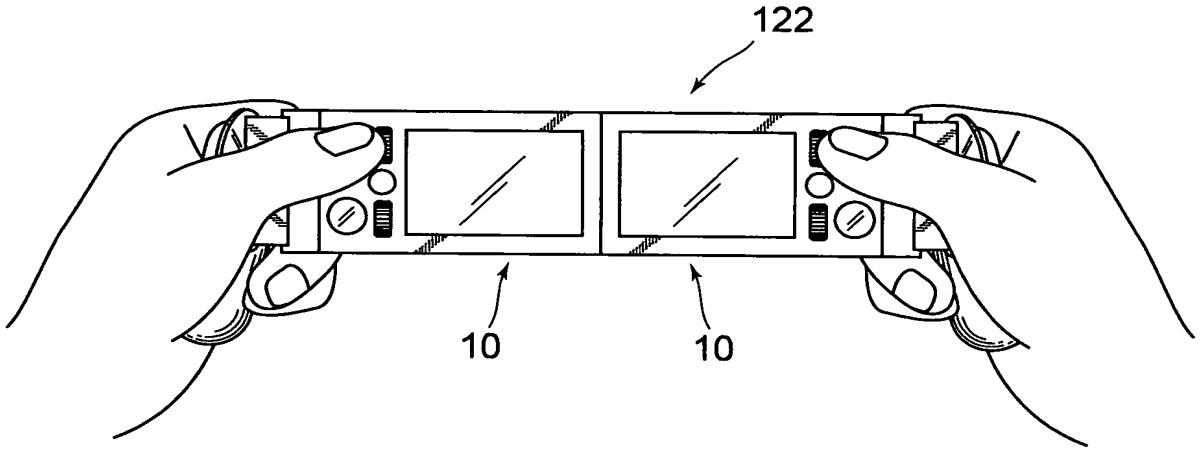

FIG.22

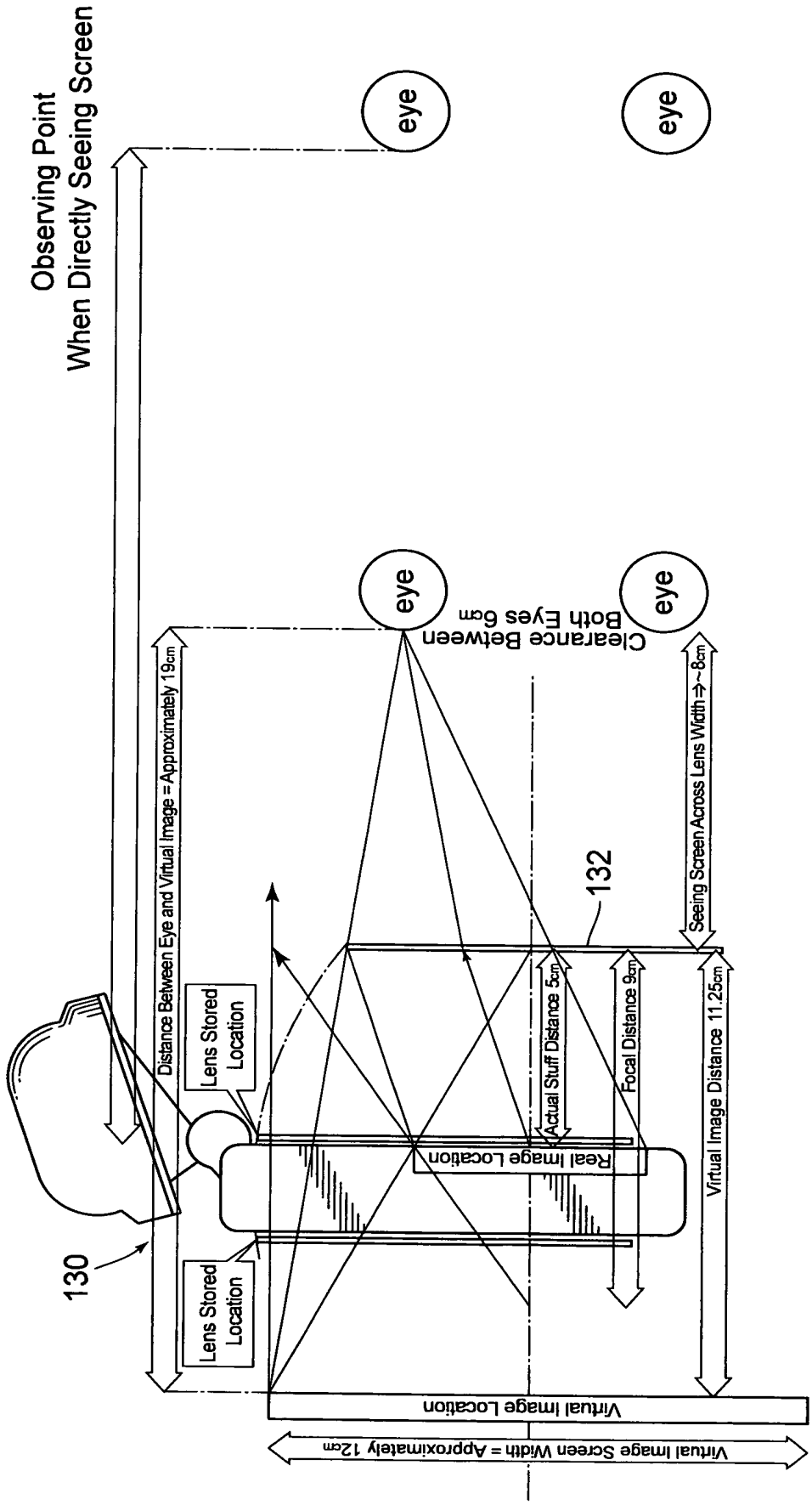
Observing Point
When Directly Seeing Screen
eye
eye
Clearance Between Both Eyes 6cm
eye
eye
Distance Between Eye and Virtual Image = Approximately 19cm
Seeing Screen Across Lens Width ⇒~8cm
132
Lens Stored Location
Actual Stuff Distance 5cm
Focal Distance 9cm
Virtual Image Distance 11.25cm
Real Image Location
130
Lens Stored Location
Virtual Image Location
Virtual Image Screen Width = Approximately 12cm

FIG.23a

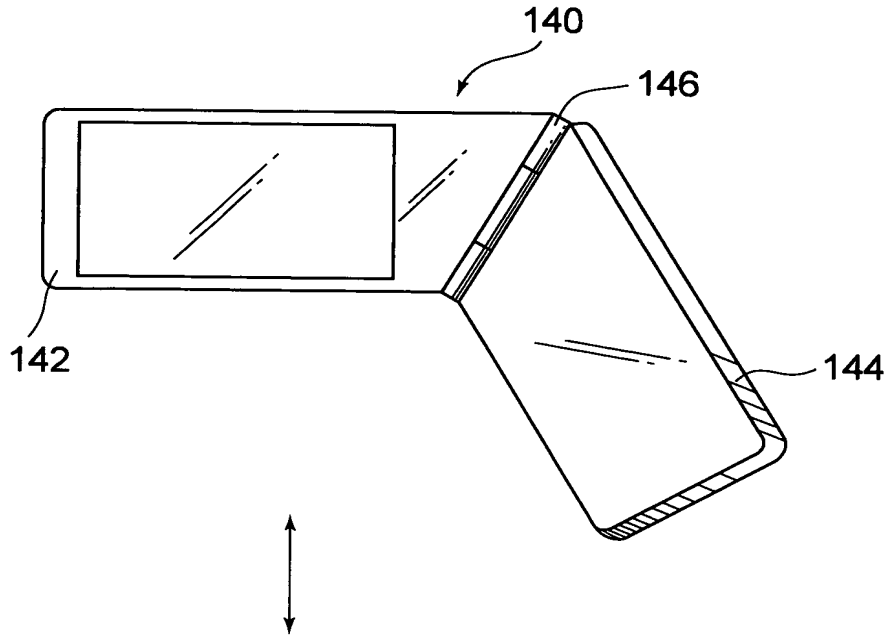

FIG.23b

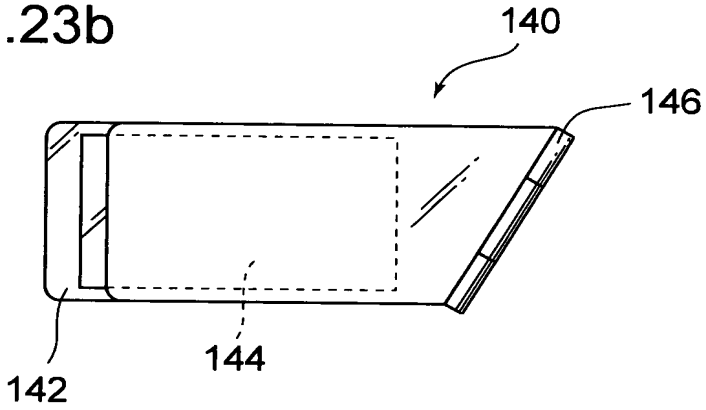

FIG.24a

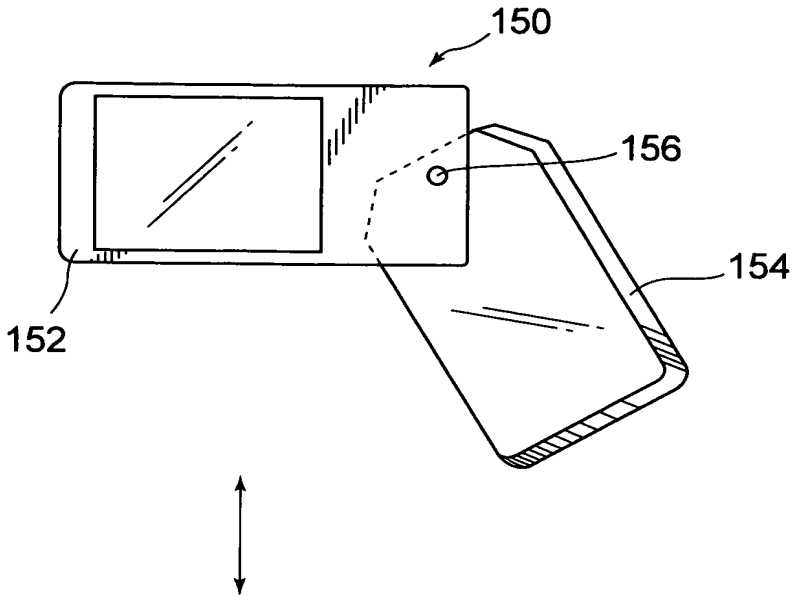

FIG.24b

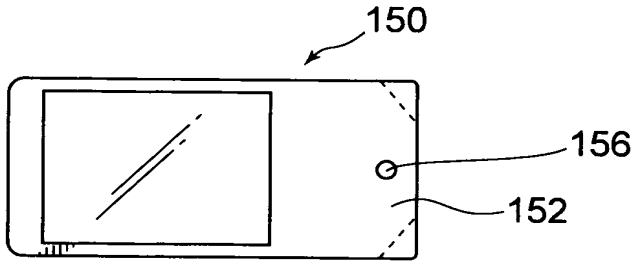

FIG.25a

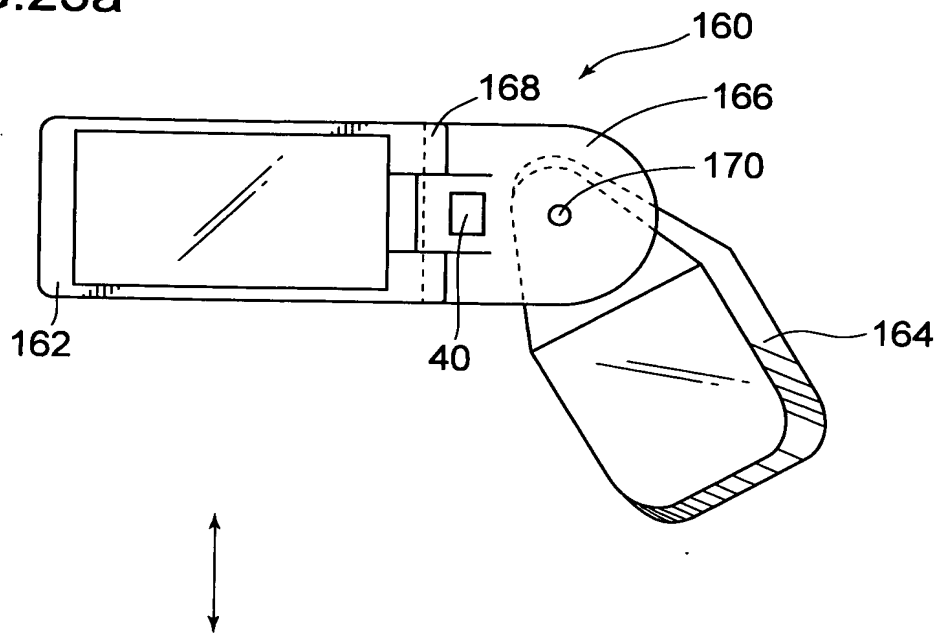
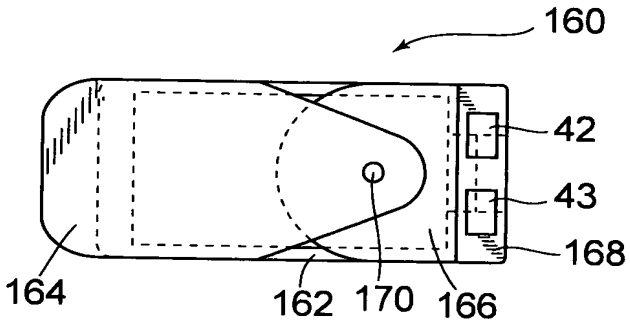
FIG.25b